NAVEEN KULKARNI

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**PROJECT NAME: MOBILE GAME ( COIN MEMORY GAME )**

**AIM:**

Our goal is to include a variety of standard tests, cases and benchmarks so as to enable efficient prototyping as well as practical evaluation on real word and large scale shape models. .

The opportunity to establish our own organization and to develop it is one of the main features of the game. The opportunity to capture bases and other building as well as to take control the whole sector improves social system.

Expanded game world.

Improved system of upgrades which allows to upgrade practically all the element of the glider.

Improve trade system.

**OBJECTIVE:**

Mobile games became more exciting, creative and innovative. By listening to the folks who play them we can come to know how mobile game became more and more exciting. This presentation focused on creating communities of mobile gamers, designing games specifically to create interaction, rather than passive engagement and adding game mechanics that spur interactive functionally.

**DESCRIPTION**:

Coin memory game is simple memory game in which 16 cards are placed face down. Two cards are turned over at a time. If the two cards do not match, they are turned face down again. If they do match they remain visible .The aim to uncover all the cards.

**SYSTEM REQUIREMENTS(For Development):**

* **Processor core 2 duo**
* **RAM 1GB**
* **Hard disc minimum of 4 GB space**
* **Drive DVD r/w**

**SYSTEM REQUIREMENTS (For Deployement)**

* **Mobile phone java compatible**

**SOFTWARE REQUIREMENTS(For Development):**

* **Technology J2ME**
* **Operating system win 98 and above**
* **Toolkit Java wireless toolkit 2.0 and above**
* **IDE Eclipse 3.1 with ME plug-in**

**EXPECTED BENEFITS:**

* **Concentration**
* **Improve in memory and grasping power**
* **Increase in IQ**
* **Creativity**

**RULES**

**PLAYING:**

The game starts with 16 cards being dealt face down play continues by selecting 2 cards in turn .If the coin on these cards are match the cards are removed. If the coins on these cards do no match, the cards are returned to play. Once the cards have been matched, the game has been won.

The level can be changed under the option menu.

When a game has been won, to enter into the new game using option menu

**GAME PATH:**

Focuses exclusively on high quality , high value professional events for the game.

Events are designed to deliver critical information that to need to succeed and grow and provide outstanding opportunities.